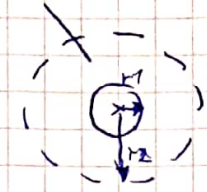


Scribble

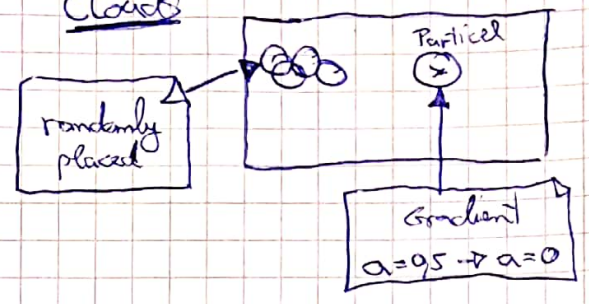


Gradient
- Bright yellow
- $a=0$

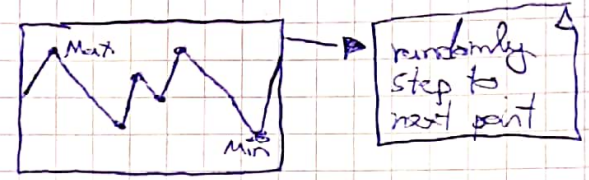
Sun



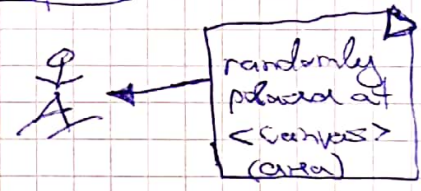
Clouds



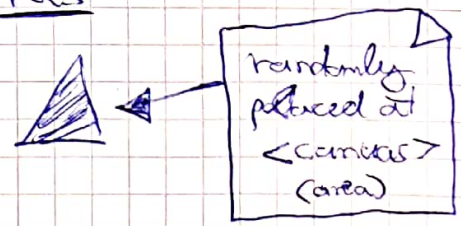
Mountains



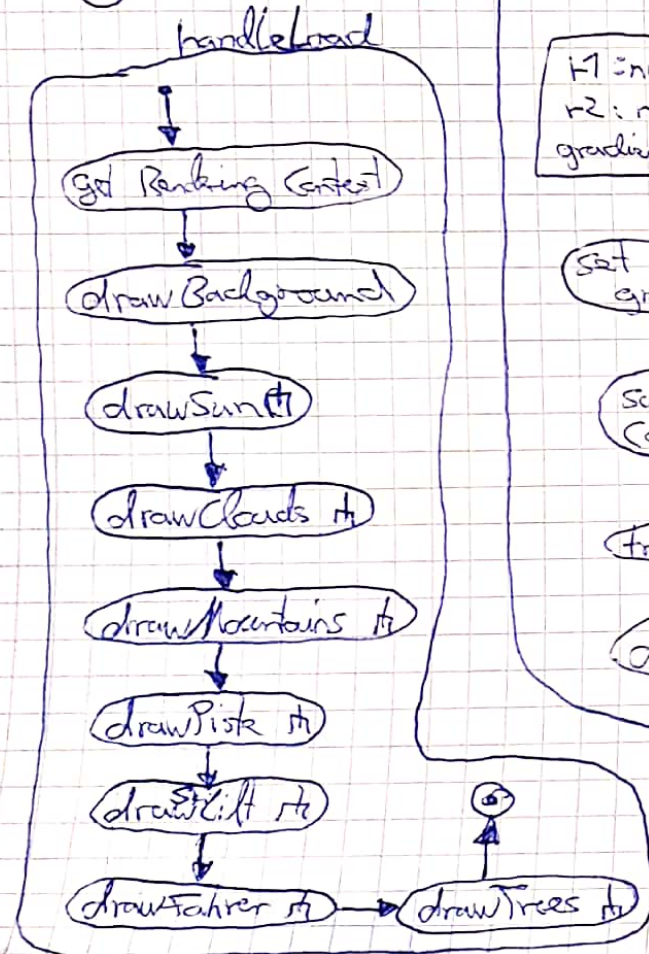
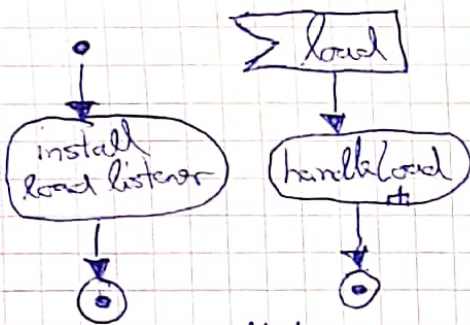
Skifahrer



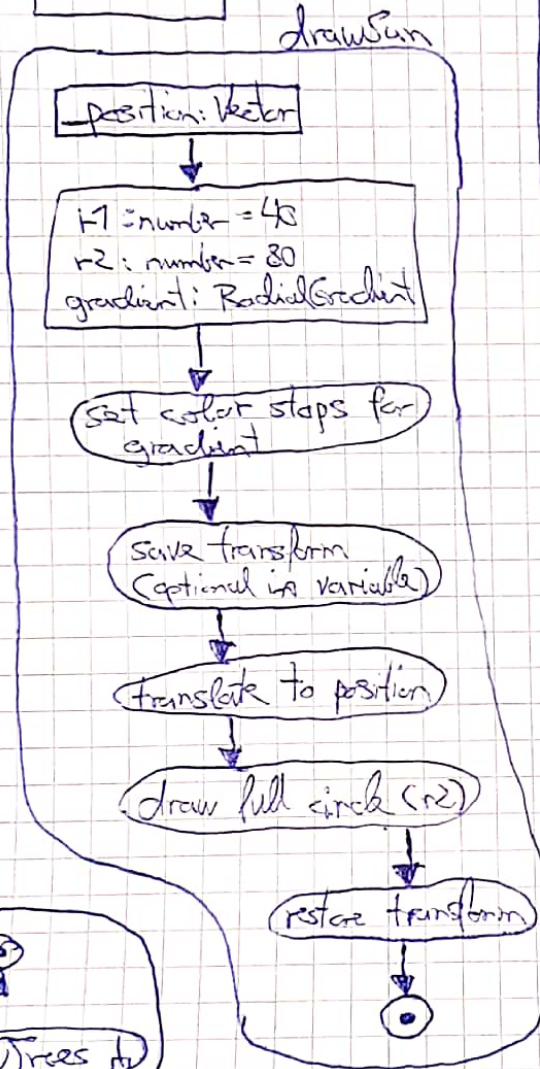
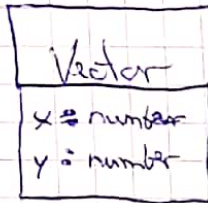
Trees



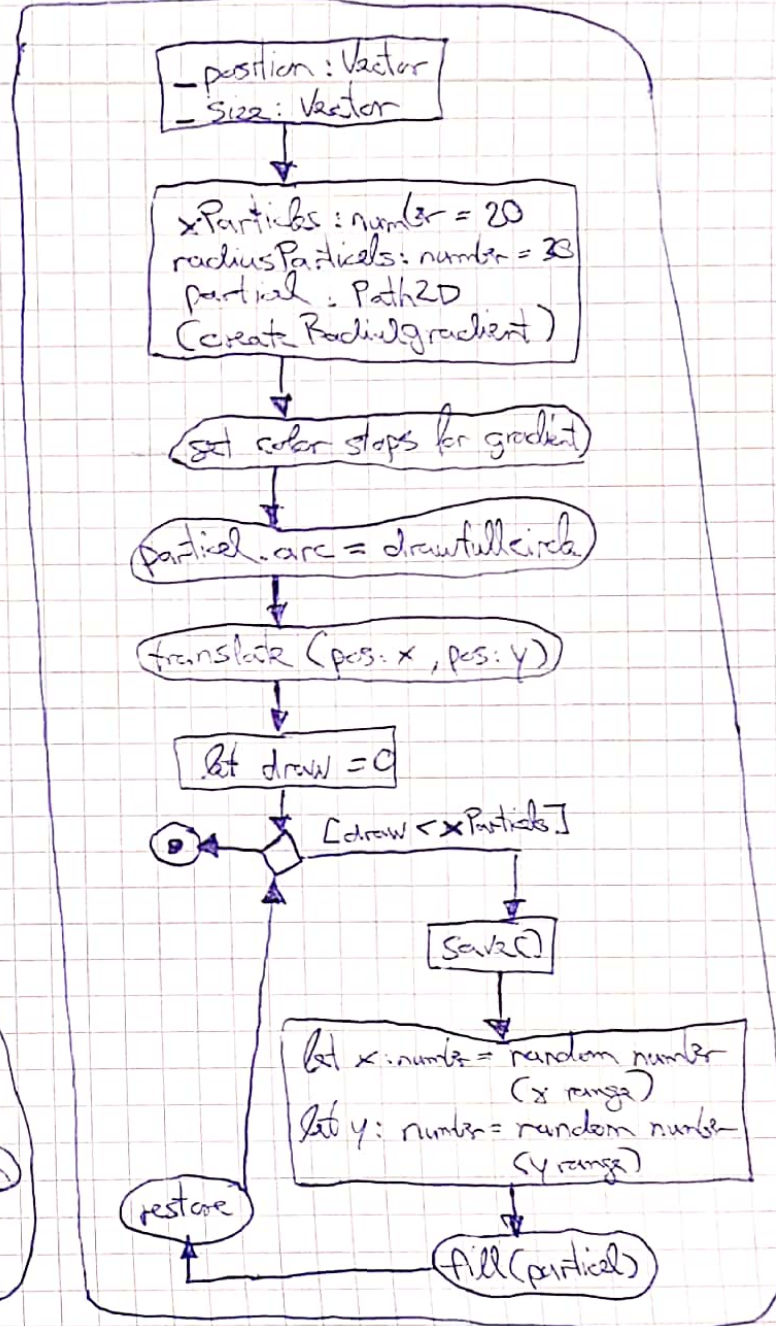
AD (1)



(objekt)



drawClouds



Ab (2)

drawMountains

- position
draw - colorLow
- colorHigh

stepMin = 15
stepMax = 140
x = 0
- min = number
- max = 370

Save

translate to
- position

move to
(0,0)

line to (0, max)

[x < canvas.width]

x += random number
(min to max)

- min = 103 * x + 350
- max = -min + 150

line to (x, y)

line to (x, 0)

close path

gradient =
linearGradient

+ color steps
- colorLow(0)
- colorHigh(1)

fillStyle: gradient

fill()

restore

drawSkilift

drawSkilift (x: number
+ y: number)

draw house

- position: Vector

xPoles = 8
pole = Path2D
width = 5
height = 90

pole.rect(0,0,width,height)

Save

translate to position

i = 0

draw line
over Poles

Save

draw line

fill(pole)

transform to next
pole position

restore

translate (-15,10)

restore

restore

drawSkilift

drawFaher

skiCount = 10
i = 0

[i < skiCount]

x = random number
(50 to 350)
y = random number
(450 to 500)

drawSingle
SkiFaher

drawTrees

translate(30,1000)

nRows = 4
ymin = 0
xmax = 100
r = 0

restore

[r < nRows]

ymin += r * 30

randomX = Math.random * 50 + ymin

drawTree

randomX += 50 + Math.random * 50

[randomX < xMax]

r++

xMax += 100